

AMIGA

WORKBENCH

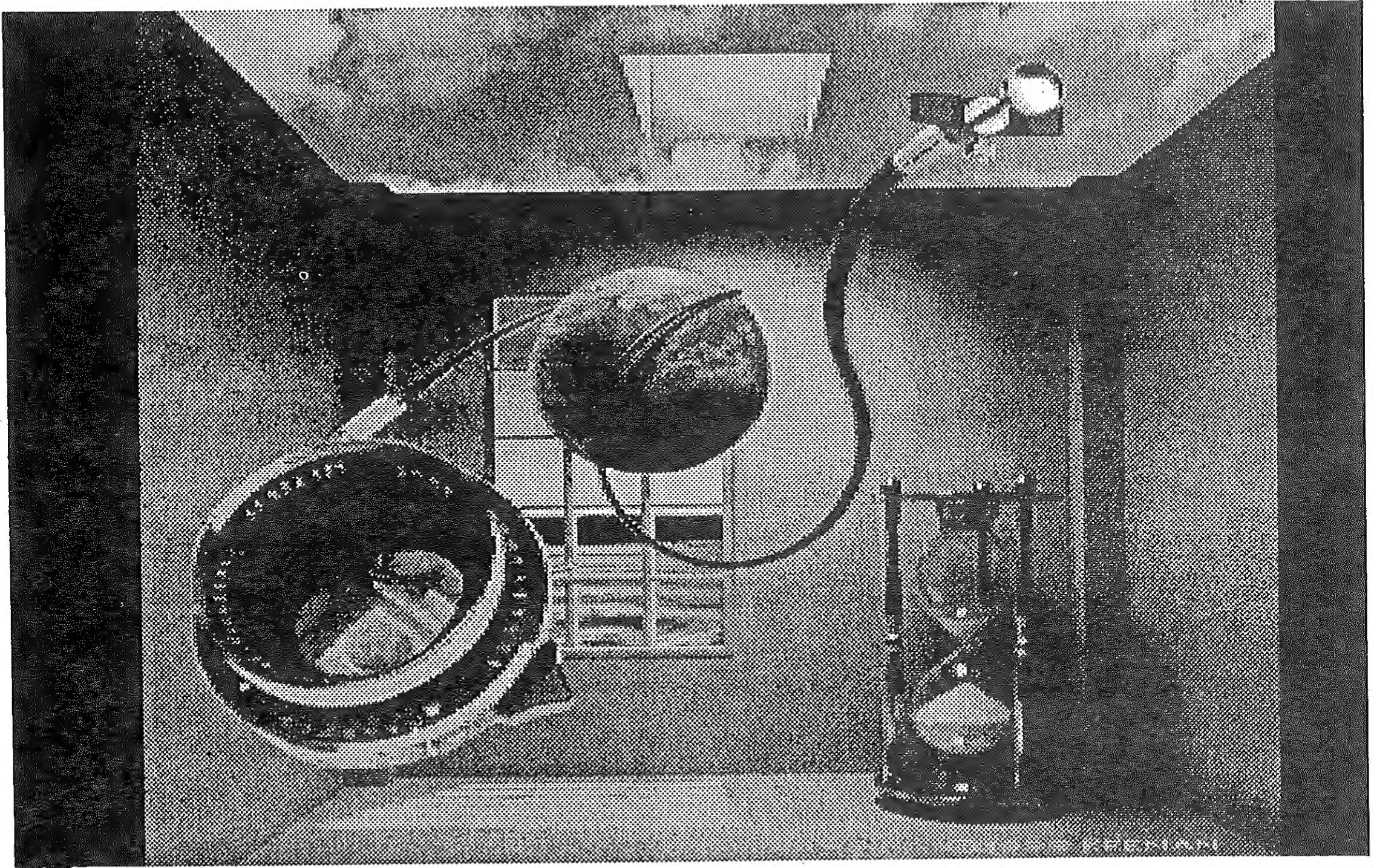
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Registered by Australia Post - Publication No. VBG 7930

Number 35

Circulation:1300

April 1989



Next AUG Meeting

Sunday, April 16th, 1989 at 2pm

(Doors open at 1pm, meeting starts at 2pm sharp)

AUG meetings are held at Victoria College Burwood Campus
Burwood Highway, Burwood Melways map 61 reference B5.

Amiga Users Group Inc, PO Box 48, Boronia, 3155, Victoria, Australia

Australia's Largest Independent Association of Amiga Owners
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AMIGATM Users Group

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia.

Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, April 16th at 2pm

Sunday, May 21st at 2pm

Sunday, June 18th at 2pm

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500, Professional Page, Excellence, IFF2PS and HP LaserJet II.

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Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: The Editor, AUG, PO box 48, Boronia, 3155.

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Membership of the Amiga Users Group is available for an annual fee of \$25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for \$25 to: Amiga Users Group, PO Box 48, Boronia, 3155

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for \$8 each including postage on AUG supplied disks, or \$2 each on your own disks. The group currently holds over 200 volumes, mostly sourced from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books.

Currently, Technical Books in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Ultraphase are also willing to give substantial discounts. Just show your membership card. Although we have no formal arrangements with other companies yet, most seem willing to offer a discount to AUG members. It always pays to ask!

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

Amiga Link I & II - Our Bulletin Board Systems

The Amiga Users Group operates two bulletin board systems devoted to the Amiga, using the Opus message and conferencing software. AmigaLink I and II are available 24 hours a day. AmigaLink I & II can be accessed at V21 (300bps), V22 (1200bps), V23 (1200/75bps) or V22bis (2400bps) using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of a world-wide network of bulletin boards, and we participate in national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink I is OzNet node number 8:830/324 and AmigaLink II is OzNet node number 1305/998

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Quarter page	\$20
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Full page	\$70

These rates are for full-size camera-ready copy only. We have no photographic or typesetting facilities. Absolute deadline for copy is 16 days before the meeting date. Send the copy and your cheque to: The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.

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Conman 1.32 By Lu Beranek

Conman is a shareware console handler written and supported by William S. Hawes, author also of ARexx and WShell. It was the sort of thing that was missing from the CLI environment before Newshell came along in the 1.3 DOS release.

Once installed it allows you to have command line editing i.e. you can use your cursor control keys to fix a typo at start of the line instead backspacing or having to retype the whole thing. Pressing the up arrow key recalls around 25-30 (depending on their length) previous commands from an history buffer and allows you to edit and/or reenter them. The editing of a line can be done in either the insert or overstrike mode. The down arrow key will allow you to cycle previous commands in the other direction. It operates a little more intelligently than some handlers in that it checks previous command lines entered and doesn't duplicate existing entries.

The shift left or right arrow combination moves the cursor to the beginning of a word left or right respectively. Backspace or del removes one character as usual and ctrl-y or ctrl-u deletes from the cursor to the end or start of the line. Ctrl-x deletes the whole line. An important feature, close to the hearts of ham-fisted typists like myself who can hit the up arrow key instead of return, is an undo buffer activated by ctrl-- (control-minus). This feature will recall as many mistakes as you've made so long as the <return> key was not hit on any of them (after that you can recall those lines using the history buffer as usual. Many other features are available, some of which I may even get around to using sometime e.g. incremental control sequences. Hitting the following keys sequentially: ESC [0 ~ will give you a command emulation of the F1 key. This is probably frightfully useful but the moment I'm leaving it to the next author to explain why.

And speaking of the function keys, there is one feature included in conman that I find really useful. Sick of sizing and resizing windows to get them out of the way or to get at what's underneath? The initial window I put up is about 1/2 screen size. Using conman, F1 will shrink this window to almost icon size and hitting F1 again will bring it back to its previous size. F2 toggles the window to full size and back. There are actually a number of interesting options you can explore by manually resizing and positioning a

window on the screen and using the F1 and F2 keys.

Function keys F5 and F6 give you the facility to match a partially typed in command with an existing one in the history buffer. F6 in the up and F5 down direction if you happen to be referring to previous commands. F7 and F8 perform word deletes left and right, F9 moves the screen supporting the active window front or back (similar to the <left Amiga ><m> convention) and F10 moves the active window front or back relative to other windows on the screen.

The big decision. Along came 1.3 with Newshell. Newshell had some of the same features as conman but not some of the ones I liked. On the other hand Newshell had aliases and directory indication in the prompt. Amigan Apprentice and Journeyman (may it be resurrected more quickly than real soon now) to the rescue! Culling information from the last issue and a previous one enabled me to set up my opening window with the best of both worlds.

I now have the following startup sequence:

```
sys:c/conman -c
resident CLI L:Shell-Seg SYSTEM pure add
newshell con:4/10/550/120/Myshell/c/31 from
sys:s/startupI
endcli > nil:
```

This gives me a 550*120 window positioned at 4,10, labelled Myshell in red[3] on white background[1] activated, with border,drag gadget, close gadget[c](which doesn't seem to work except make the window die), sizing gadget, depth gadgets and smart refresh.

The Shell-Seg must be made resident for newshell to read Shell Startup. The rest of my startup sequence I've relabelled StartupI and StartupII which are accessed by the 'from' in the above sequence. This sequence in theory is supposed to give me a conmanded and newshelled window and since I don't open any other windows in the other parts of my startup, nothing else. In practise it leaves me with the original window as a backdrop which will accept keyboard input, but as soon as <return> is hit, it disappears - another little mystery.

PS - If you do try accessing your current startup sequences from another window, don't forget you have to update any Break command numbers you

may have in your sequence.

Update on MachII

Further to my last note on MachII, the latest release I have received (2.4c), now has mouse (or cursor) blanking (this has had some unusual effects on my setup and is currently switched off), screen dimming (as opposed to screen blanking) and can handle up to 30 macros. There are a few other changes but those are all the major ones. Nice to see shareware continually being updated and improved.

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Zoetrope.

A review by Peter Ward.

I've had a copy of Zoetrope by Antic Software (\$US89.95) since before Christmas, and having booted up the program more than once since then, I've always come to the same conclusion...ie: place it in the too hard basket..until now. Yes, if all fails, read the manual and all will be revealed!

This package is an all-encompassing, paint, cell animation, movie title, and special effects system all in one. Despite being limited to Lo-Res format only, this program does all of the above very very well. The program is authored by Jim Kent, of Aegis Animator fame.

The paint aspect of the program consists of several standard drawing tools, such as line, polygon, circle, box and text. One rather elegant feature is the Concentric option on the Mode menu, which as the name implies, allows concentric circles to be drawn with great ease. You can even draw concentric boxes with the original center point being retained with each new rectangle drawn. Different brushes can be selected, however, there is no direct equivalent to the Deluxe Paint type of clipped brush. Colour control is through either RGB or HLS "sliders", and although fairly basic, it is functional.

Cell animation is made all too easy. Using a variety of drawing tools, you draw the first frame of your animation. Zoetrope also allows importing of lo-res IFF files from other paint programs, thus making the task easier still. Once complete the frame is "blued" with a single key-stroke, thus serving as an outline for the next frame. The history command displays previous and following frames in blue thus allowing you to draw "in-

between" frames with commensurate ease. Frames can be duplicated and edited or using the Clip menu, used for "key-frame" animation.

A "clip" is very similar to a brush a la Deluxe Paint, the difference here being that the brush now becomes animated. Clips can be moved, rotated, stretched and inverted across the screen through use of the associated clip menu items. Where this feature becomes a very powerful animation tool is through the use of the APM f/x menu, and with the many fonts supplied on the program disk the Antic Pixel Mover Effects (APM f/x) will literally allow you to swoop a movie title into the center of the screen, tumble it forward, then spin it backwards towards the horizon.

Soaring, swooping titles can be further enhanced by use of the Pixel f/x menu. This allows, amongst other features, shattering, blurring and various wipes of the screen. Still not happy? then try the Colour F/x menu. You can then cycle the colour of your titles throughout the colour range, let them slowly fade to black or white or any other colour, or simply have them strobe back and forth from one colour value to the next.

Zoetrope does not use the Anim format for its files, it does come with Anitozoe and Cropper utilities which allow conversion from Aegis Animator Videoscape 3D and Video Titler files to Zoetropes .rif file format. A player program is also provided to display animations you have created!

While Zoetrope does not have a great intuitive feel to it, the tutorials in the manual are easy to follow and reveal many features that make this program very desirable for the home video/animator enthusiast. The manual hints at future plans to include music and digitized sound along with additional APM f/x, which will really make this program a must.

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DUNGEON MASTER by FTL

Review by Darren Gower
(The Executioner)

Aust. Cost: Ranging BTW \$65 - \$79

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RATING: Graphics - 8.5/10
Sound - 8.5/10

Action	- 7/10
Puzzle Difficulty	- 7/10
User Interface	- 9.9/10
Atmosphere	- 9/10
Overall Value	- 9/10

Initially, my thoughts concerning this game were rather less endearing than the ratings presume. DungeonMaster is a game one really has to PLAY (for some time) before one judges.

DungeonMaster (DM) is, as many already would know, a Role-Playing Adventure game in the same vein as the 'Bards Tale' series. It does, however, differ from BT in many ways. The basic concept is, however, the same in that you must explore every inch of a very complex maze system to find clues, items, etc, to help you attain your goal. The specifics of this goal are best left to the reading of the manual (Phew, it's a large novella!).

To begin, one must choose four adventurers from a large variety imprisoned in mirrors along the entranceway walls. These fall into the category of Fighters, Wizards, Ninjas and Priests. (Or combinations thereof). By pressing the mouse on a mirror, one gets to see the attributes of the champion imprisoned therein.

These include:	
Health	(Hit Points, Damage Capacity),
Stamina,	(As one exerts the character,
	this drops. Relates to Movement
	Rate, and Weapon Recovery)
Mana	(magical energy for spell casting),
Strength	(Damage of Weapons and Carrying
	Capacity),
Dexterity	(Dodging blows, Skill of precision
	weapons),
Wisdom	(Ease of learning spells, Mana
	recovery rate),
Vitality	(Speed of wound recovery, Resistance
	to injury),
Anti-Magic	(Resistance to Magical Attack),
Anti-Fire	(Resistance to fire damage).

The champion also has various skills with weapons, magic, etc and also may (depending on the champion) have armor, weapons, and other items of value. Other, more powerful items can be found while adventuring...

Once the four (or less!) champions have been chosen, it's off into the dungeons (Which look similar to those of Bards Tale fame, albeit more detailed in DM).

The user interface of this game is one of its major pluses. It is totally icon driven; nowhere does one need ever touch keyboard (or joystick).

Many interfaces of this type fall flat on their faces, but not so here. The screen is definitely crowded,

but not confused. This is a big distinction, as I am sure many will appreciate. Everything is of very clear layout, and VERY graphically representative. There is an eye, to view/examine objects picked up, a mouth for eating and drinking (yes, the game is in REAL TIME so you can starve or die of thirst), and icons representing what is held in each hand. Also is a group of icons which represent the characters themselves. There facing direction, goods carried, items worn are all clearly shown. Six buttons are also there to move a character forward, backward, left, right, or pivot left/right without moving in a direction.

A special area is also devoted to spells. These are depicted by a variety of symbols, which are nothing but confusing without the manual. Even the manual does not tell you what combination of these symbols create a valid spell - this information is released slowly as the game progresses, on scrolls and the like. Spells range from mundane lighting, to fireballs and many varieties of potions (for which one needs flasks). The spells may be prepared before use, Mana levels permitting, and loosed at an appropriate time. The allows, for instance, healing potions to be prepared early and used as necessary, or fireballs to be loosed as a creature makes itself apparent. So far I have a list of 23 spells, which is ever increasing.

Fighting is performed with a group of icons representing what each character is holding in hand. The party stands in front of the creature(s) and you attack by pressing the weapon you wish the character to use. This gives a list of the options for the weapon (eg: 'Swing'), and one presses again on the option required. Then you go quickly to the next fighter while the weapon is re-prepared for use (There is a delay, the time depending on the fighter skill and the weapon used, before a weapon can be re-used).It is a surprisingly fast system - most effective. At (almost) the same time, Wizards can be loosing attack spells. As the action is in REAL time, speed of the fighting system is very welcome - while you are fiddling with weapons, the creatures continue their attack. Weapons come in many varieties, including axes, swords, bows and even plain old throwing rocks.

As mentioned, characters must eat to stay alive. Food can be found in areas of the dungeons, but when things get desperate (and they often do!), the only solution is (yep, you guessed it) to eat the creatures you kill. Only the more "meaty" of the inhabitants possess this "edible" trait. Water

must also be found throughout. In lower levels of the dungeon these two commodities become VERY scarce.

The graphics of the game and the interface are both quite superb. Everything is very realistically displayed, even to the point of the mouse pointer changing to represent objects picked up. Sound, also, is very good. It is not of the "amazing background, orchestral type", but rather of very atmospheric munches, groans, and walking sounds (of other creatures, not your party). The sounds of the other creatures, your enemies, even fade or grow louder, depending on how close to you they are. For this type of game, this is a great idea. It allows one to be somewhat more aware than normally could be the case, of what is going on outside the (forward) field of vision shown.

So far, and I have been playing for some time, the puzzles, while being very adequate, have not been difficult to solve. Many are little more than re-exploring to find a missed key or missed secret room, etc. This does not detract from the game at all. I have noticed a steady increase in difficulty, as I progress downward, so I am not too worried about it. There are other, more traditional types such as riddles, trap doors, teleports, etc, all involving a specific frame of mind to solve.

Overall, DungeonMaster is the most accurate representation of a Role-Playing-Game I have ever seen on a computer. It has a superb user-interface, and a marvelous REAL-TIME feel, creating a sense of urgency not found in others of its genre. I go so far as to say it MAY even be better than _real_ Role-Playing in one way. Traditional role-playing simply cannot simulate real time to the level achieved in DM.

For those who like to know, the disk is very heavily copy protected. While it doesn't crunch and smash the drive around at all (you can read it as a standard DOS disk) it has an errored track which is checked as it is booted up. If it isn't found, the loading hangs. Also, a secondary copy protect is evident somewhere or other; it checks before each save that the disk IS the master disk, and also checks randomly during the game. This does NOT rely on the errored track aforementioned, but on another (unknown) method. I haven't been able to back it up.

L	I	B	R	A	R	I	E	S		R
O		L	I	B	S		P	I	S	A
G		I		O		P	O	R	T	S
I	N	T	E	R	L	A	C	E		T
C		T		T		P	H		W	E
A	M	E	R	I	C	A		E	R	R
L		R	I	O			D		I	
S	P		G		S	P	R	I	T	E
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N		E			E	X	E	C		S
G	E	N	L	O	C	K		H	U	E

Ok, sorry folks... this is the answer to last months crossword. A **major** hitch came up in this month's newsletter (as explained in the editor's column) and I have no follow up crossword. Oh well, better luck next time (these come from Alan Garner)...

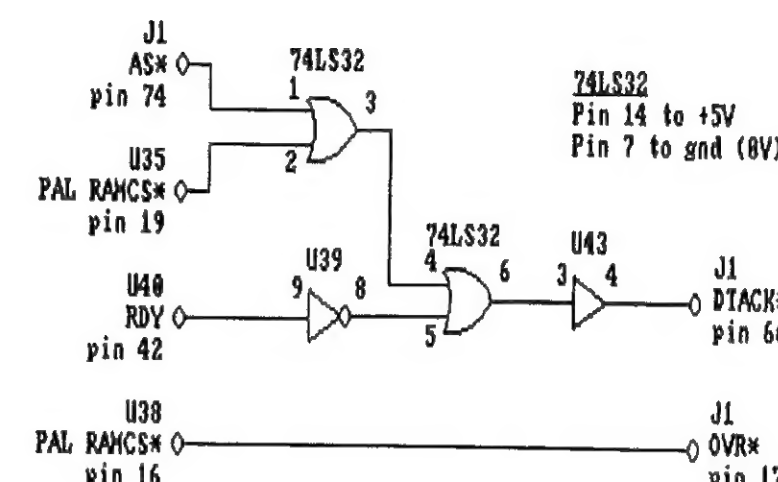
AUTOCONFIG FOR THE AMEAGER MEGA RAM CARD

by Andrew Pavlomanolakos

Here are the instructions to make your ameager mega ram card (the 1M board designed by Alan Kent) autoconfigure. The modifications are quite easy to implement and the only nuisance is that you must get a new PAL. I got these instructions from Peter Valkovic and thought I would pass them along to everyone, as some people have already expressed interest in doing these modifications to their own boards.

Parts list: a) get a new PAL (new PAL eqn is IF(VCC)RAMCS = A23*A22*/A21*/A20) b) 74LS32 c) toggle switch d) hookup wire

Steps: 1. Exchange the new PAL 2. If you wish to be able to switch the memory on and off, bend pin 16 on the PAL and insert a switch between this pin and its socket. 3. Install the 74LS32 on the board. A good place is in the spare test area alongside the memory array alongside U25. 4. Wire the 74LS32 up as per the following diagram. 5. Pray. Power on. Praise. 7. That's all folks! Remember to go through all your disks which have the 'addmem 200000 2ffff' command and take them out.



Technical notes: On the original non-autoconfigure board the memory would appear in the amiga's memory map from 0x200000 to 0x2fffff. It seems that if the memory appears from 0xc00000 to 0xcfffff then the amiga will automatically autoconfigure this ram into its memory map without any special hardware being required. A new PAL is necessary to do this address translation. Note that this is not enough because there are reflections of the amiga custom chips in 0xc00000-0xcfffff area. When an access is made to this area without the extra circuitry then both the amiga custom chips and ram card try to respond. This is a no-no. The extra circuitry is required to give sole access to the ram card in the 0xc00000 to 0xcfffff area by not allowing the custom chips from responding to this area.

Note that if you install the toggle switch that if you switch the memory off, the memory does actually disappear (poof!). If you cold or warm boot the machine with the memory off, switch the memory back on and then warm boot, the memory will not autoconfigure. You can however use the following addmem command, 'addmem c00000 cffff'.

AmigaBasic Ramblings

by Rudy Kohut

I have been working for what seems like an eternity on a database program, and have become interested in trying out different "algorithms" for the sorting of lists.

(An Algorithm, by the way, is simply defined as "a set of instructions to do a defined task").

In the books which introduce this topic to the

AmigaBasic programmer, I have seen two algorithms used: (1) the "Bubble" sort, otherwise known as the "Substitution" sort; and (2) the "Shell" sort, named after its inventor, Mr. D.L. Shell.

I have since found out that the types of algorithms around to sort lists are many, and they all work in different ways on different sets of data. What is more confusing is that I have seen the "Shell" sort defined in at least three different ways!

If you look on the bookshelves of a technical bookshop or college library, you will find a substantial body of literature devoted to the mathematics of such matters. Why? It is not just an academic exercise. For large scale computer systems which manipulate large amounts of data, the faster and more efficient the sort routine the cheaper the system is to operate. So there are dollars involved in getting the best algorithm to meet the data needs.

While most of us may not be into savings of mega dollars on our home computers, it does give satisfaction to know that our very own AmigaBasic programs run using the best sort algorithm for the specific task.

What follows is a program you can type in and run which contains five different algorithms - they each operate on the same random set of characters, and the time taken to sort is calculated and printed on the fly.

I am indebted to the following book for the basic program structure which I have modified and translated into AmigaBasic: "Basic Tricks for the IBM" by Allen Wyatt (Sams and Co., 1984). This book, by the way, contains many useful routines that can be easily adapted from BasicA language into AmigaBasic. I have changed the "Shell" sort routine from the book because the one listed there did not work very well at all! I have used, instead, the "Shell" sort routine as listed in "The Amiga Microsoft Basic Programmer's Guide" by William B. Sanders (Scott Foresman and Co., 1987). In addition, the "Insertion" sort routine is adapted from the routine created by John Bentley from AT&T Bell Labs and implemented on the Amiga by Gregory Kendall (taken from Amicus Disk 23).

```
REM this is the start of the program listing start:
CLS
PRINT "Filling arrays - please wait"
DEFINT a-z
N=200 'Change this number to compare different
```



```

size lists
DIM s$(N),t$(N),u$(N),v$(N),w$(N)
FOR j= 1 TO N
  setlowpointer:
  j1=INT(RND(2)*15)
  IF j1<2 THEN setlowpointer
  FOR k=1 TO j1
    makeascii:
    k1=RND(2)*123
    IF k1<32 OR k1>122 THEN makeascii
    s$(j)=s$(j)+CHR$(k1)
  NEXT
NEXT
FOR j=1 TO N
  t$(j)=s$(j)
  u$(j)=s$(j)
  v$(j)=s$(j)
  w$(j)=s$(j)
NEXT

CLS:BEEP
PRINT "Starting Substitution (Bubble) Sort"
templ%=TIMER
FOR j=1 TO N-1
  FOR k=j+1 TO N
    IF s$(j)>s$(k) THEN
      t$=s$(j)
      s$(j)=s$(k)
      s$(k)=t$
    END IF
  NEXT
NEXT
time1%=TIMER
BEEP
PRINT "Substitution Sort took ";time1%-templ%;"secs"
PRINT
PRINT "Starting Modified Substitution (Bubble) Sort"
templ%=TIMER
FOR j=1 TO N-1
  j1=j
  FOR k=j+1 TO N
    IF t$(j1)>t$(k) THEN j1=k
  NEXT
  IF j1<>j THEN
    t$=t$(j)
    t$(j)=t$(j1)
    t$(j1)=t$
  END IF
NEXT
time1%=TIMER
BEEP
PRINT "Modified Substitution Sort took ";time1%-templ%;"secs"
PRINT
PRINT "Starting Shell Sort"
templ%=TIMER
i=(2^INT(LOG(N)/LOG(2)))-1
startsort:
i=INT(i/2)
IF i<1 THEN quitsort
FOR j=1 TO i
  FOR k=j+1 TO N STEP i
    L=k
    t$=u$(L)
    compare:
    IF u$(L-1)<=t$ THEN substitute
    u$(L)=u$(L-1)
    L=L-1
    IF L>i THEN compare
  substitute:
  u$(L)=t$
NEXT
NEXT
GOTO startsort
quitsort:
time1%=TIMER
BEEP
PRINT "Shell Sort took ";time1%-templ%;"secs"
PRINT

```

```

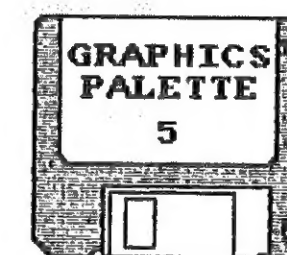
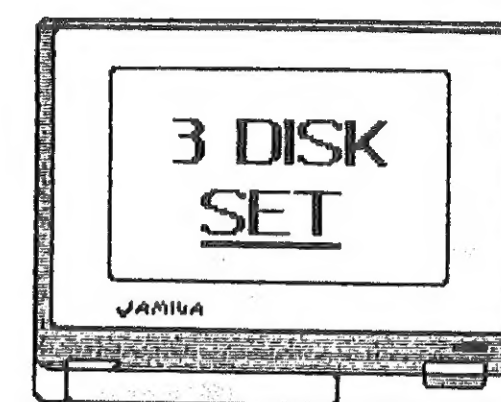
PRINT "Starting Quicksort"
templ%=TIMER
p=1:q=N:t0=0
quicksort:
IF p>q THEN twirlabout
v$=v$(p)
i=p
j=q+1
around:
j=j-1
IF v$(j)>v$ THEN around
aroundagain:
i=i+1
IF v$(i)<v$ AND i<N THEN aroundagain
IF j>i THEN
  t$=v$(i)
  v$(i)=v$(j)
  v$(j)=t$
  GOTO around
END IF
v$(p)=v$(j)
v$(j)=v$
IF (j-p)<(q-j) THEN
  st(t0+1)=j+1
  st(t0+2)=q
  GOTO twirl
END IF
st(t0+1)=p
st(t0+2)=j-1
p=j+1
twirl:
t0=t0+2
twirlabout:
IF t0<>0 THEN
  q=st(t0)
  p=st(t0-1)
  t0=t0-2
  GOTO quicksort
END IF
time1%=TIMER
BEEP
PRINT "QuickSort took ";time1%-templ%;"secs"
PRINT
PRINT "Starting Insertion Sort"
templ%=TIMER
FOR i=2 TO N
  j=i
  t$=w$(j)
  jail:
  IF j<=1 OR w$(j-1)<=t$ THEN HaveAtogaParty
  w$(j)=w$(j-1)
  j=j-1
  GOTO jail
HaveAtogaParty:
w$(j)=t$
NEXT
time1%=TIMER
BEEP
PRINT "Insertion Sort took ";time1%-templ%;"secs"
END

```

REM this is the end of the program listing

You may be interested to know that the above program runs about three times as fast as the original program in BasicA on an IBM-PC!

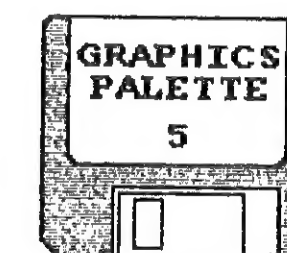
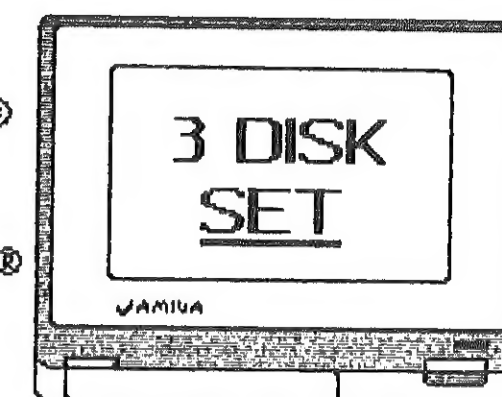
Oh, and you should find that for whatever size of N (it is set at 200 in the above, but can be changed for comparison purposes), the fastest routine is the "QuickSort", although for very small lists (less than 20 items) speed differences probably are not noticable.
Hope this interests you.



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ART SHOW

The 14th annual art show conducted jointly by the Chelsea Hospital and Rotary, will be held in the Chelsea Civic Centre on the week-end of 10th and 11th June, with a preview evening on the Friday. Member Norm Christian has convinced the committee that computer art is the medium of the future and they are keen to take up his suggestion of a demonstration. Arrangements are in hand to obtain a 36" video screen, and Norm would like to hear from members who would like to display their art and/or join a team which will be necessary to roster demonstrations throughout the show.

Will those interested please contact Norm on 580-3756 and advise:

1. What program you wish to show.
2. What hours you will be available.
3. Any suggestions.
4. Loan of colour printer would be welcome.

Norm has in mind to mount, if possible, working displays of computer art and how it is done, to be simple and non-technical so that it can be followed and enjoyed by the general public, who are there to see art and not computers. For this reason it would be best to have people who can do that sort of job with their favourite art programs; however, the intervening time could well be filled in by running slide-shows, and it will be necessary to get together a good collection of these, and volunteers (not necessarily with artistic skill) to run them.

This appears to be a "first", with exciting possibilities for the future, so members, please get behind Norm and make it a success. Other art shows may then follow the lead.

=====

Review of Flippit An Australian Production

by P Woodward.

An Overview.

This is an interesting collection of graphic puzzles which you have to solve. The idea is to solve each puzzle in as little time and as least moves as possible as you are being timed on each screen.

The level of difficulty of each screen increases as you work through them. There are 105 set levels to get through and there is an option to randomize the screens which creates new screens at any time of play as you return to the main title screen after completing each level.

If you beat the time or number of moves on each level you enter your name and the result is written to disk in the 'hall of fame' so you will have to make a copy of the disk.

The disk is not copy protected so just using diskcopy will do this for you.

Game Play.

When you start the game you are presented with two versions of the puzzle. A small one in the right corner which is what the puzzle is supposed to look like and the large one which is where you play the game. The game is played with the mouse and you just click on the tile you want to change and it will flip over.

A sound track plays all through the game but can be turned off at any time by clicking in a small box at the top of the screen which has a little musical note in it.

The graphics are excellent and each screen is clearly presented.

If it takes you more than a minute to complete a puzzle, while playing a small face appears at the top of the screen. This is giving you the chance of quitting the current puzzle and returning to the main screen.

A very enjoyable program to play which you actually have to think about before you make your move.

I recommend this program to anyone who wants a break from the usual shoot-em-up programs which have flooded the market of late.

For around \$35.00 (depending on where you buy it !), it's good fun.

SUBROUTINES IN SUBPROGRAMS

by

Mark Kelly, Swan Hill

This MAY come under the heading "MORE OF THE BLEEDING OBVIOUS" (if it does, please excuse my faux pas) but I thought it worth passing on to other AmigaBASIC aficionados (even if it's just to give you something at which to snigger a lot). You BASIC boffins out there in Amigaland might like to ponder the question before reading further:

How does one use subroutines in a subprogram? I was baffled for a while, and the AmigaBASIC manual didn't help much so I resorted to the classic heuristic methodology (i.e. trial and error). Here is a little demo of my solution...

```
PRINT "STARTING" TEST PRINT "FINISHED" END
```

```
SUB TEST STATIC
PRINT " In TEST"
GOSUB SR1
GOSUB SR2
PRINT " Leaving TEST"
EXIT SUB
```

```
SR1:
PRINT " In SUBROUTINE 1"
RETURN
```

```
SR2:
PRINT " In SUBROUTINE 2"
RETURN
```

```
END SUB
```

Note:

1. Exit the subprogram using EXIT SUB (where you'd usually exit with END SUB.)
2. All of the subroutines in the subprogram come before the END SUB.
3. The END SUB acts as an "end marker" of the subprogram rather than as a "RETURN" type statement.

Bleeding obvious? Probably, but it made me think. Maybe I should change to another brand of claret? Happy Hacking. MK.

WHICH SIG IS TWELVE MONTHS OLD & GETTING BETTER?

by John Nelson

NWAUG. That's right, North-West Amiga Users Group

For the newer members of AUG, the NWAUG is a Special Interest Group (ie a SIG) of the Amiga Users Group; the "special interest" being of a geographical nature, in that it caters for AUG

Members living in the North-Western suburbs of Melbourne. Meetings are held every second Wednesday, with a wide range of topics normally being covered thus providing something of value and interest for everyone in attendance. Some more general details about the group are included at the end of this article which is to primarily inform you about NWAUG's first birthday meeting held on Wednesday 15th February 1989, so lets get to it:

The meeting was opened by Hugh Leslie, our Vice Co-ordinator, as George Wahr, our Meeting Chairman, was late (pst, please don't make a fuss over that - just keep it to yourself as we believe George was "flat out at work", whatever that means).

The usual agenda item that is referred to as a Committee report saw the following being disclosed/discussed:

- AUG to provide a 2400 baud modem for upgrade of AmigaLink II. Thank-you to AUG Committee.
- Members to confirm their requirements for the second bulk buy of the AmigaDos 1.3 Enhancer Software pack, obtained at a discounted rate, with a little assistance from a group member who works for Maxwells, 'The Price Strippers'.
- Audio Digitisers ordered by group members (and being bought at a really good price a la Lester McClure) will be available in about two weeks.
- Using Basic, Hugh created a "Chocolotto" program whereby a number within the NWAUG membership number range is selected at random. The owner of that number has to be present and produce his/her NWAUG membership card to be able to collect the prize of chocolates or sweets. If there is no winner after two spins, the prize will jackpot. This will be a regular feature at meetings and should be popular as there is no entry fee and every financial member gets a guernsey.
- Should have the latest PD (ie Public Domain) disks available for copying at next meeting.
- Members reminded to use the message area if a bad file is encountered on the BBS (ie either Bulletin Board Systems, AmigaLink I or II)
- AmigaLink II getting better and better. More members have bought modems, increasing the number accessing this new system. Reminder: phone number 03/376.6385.

The usual "Question & Answer" session followed and included:

- Connection of Amiga 1000 to a VCR.

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- Running of AmigaDOS 1.1 on an A500 (no answer)
- Program to generate Crossword Puzzle (ex-PD ?)
- Sidecar for sale
- Coding to automatically move icons out of a window
- Availability of AT Bridgeboard and software
- Best communications program ex-PD ?
- Re-inking of printer ribbons by NWAUG not on plate for near future - equipment cost approx \$180, messy job, not high demand by members.
- Printer driver generator available ex-PD, can use Epson printer drivers for Star printers.
- Member after RF Modulator for A500 was advised one is available from Dick Smith at only a fraction of the cost of the Commodore product.
- Favourable comments floating around re the presentation on Crunchers given by Rohan

Safstrom at the last meeting.

- Display advertising NWAUG set-up by Neil Beatty in the Essendon Public Library. Neil, bless his little heart, is the founder of this SIG which has grown and grown since those early days when Neil did so much in organising public meetings and gently convinced AUG Committee that there was a genuine need to cater for people in the North-West. [Note: After the meeting I checked-out the display and was pleasantly surprised to find it covered approx two square metres of a wall-mounted glass case and it presented a great deal of useful info about the Group. Good work, Neil.]
- ARP commands that do not work under 1.3
- Guru problems with Videoscape after 26 objects

Next item on the agenda saw all present get involved - it was birthday party time whereby we got stuck into the large fancy birthday cake and the champagne, whilst George reminded us of the group's growth and achievements which included:

- Have BBS, to be upgraded.
- Have Audio Digitiser, available to members through the library, at no charge.
- A magazine (one issue?) was produced, plus info sheets.
- Extensive PD software library plus 5 1/4 inch drive.
- Had a most successful auction.

- Have a decent book library, obtained by purchases and donations - many thanks to all those who have donated to the library.

PS. We're always on the lookout for more magazines and books of current vintage.

- Throughout the year there had been many contributors, in both material terms and in non-material ways (eg software demos). Thanks offered to all those nice contributors who include people like Tom Mullan who, whilst not an official office bearer, goes to a lot of trouble organising the availability of computer equipment at each meeting, for demos, PD copying, etc. Oh, George threw in a few words of thanks, relative to this meeting, to thank Leon Wood who, at the last moment, obtained the champagne for this celebration night - this was typical of the assistance he and other Committee Members had received from the general membership.
- George also thanked the Committee for their tireless efforts and contributions towards the group's operation.

[A little side note: A comment overheard from the meeting body was along the lines that George was offering so many thanks he would have to end up on at least half a dozen 'Christmas gift' lists; I

assume as a prospective recipient.]

Next followed discussion on future aims and activities, and included subjects such as:

- Computer seminar/expo
- Modem(s) into library for loan to members
- Possible need for a larger meeting venue
- Setup 'Help' system, like AUG
- Need more demos.

Our very first Chocolotto was next, ie the NWAUG version of Lotto which, as previously mentioned was provided and run by Hugh. The first membership number selected by Hugh's program was '50' but that member wasn't present hence another was selected. It was '85' and that member also was not present. At this stage, the prize should have jackpotted for the next meeting, however being the first night for Chocolotto it was decided to continue to find a winner for the sweets. The third number selected by this program, that is supposed to select numbers on a random basis, was 03 which just happens to be Hugh's own membership number! Well, you could just imagine the uproar from the meeting body, which was then acting in direct contrast to the description previously promoted by George whereby he described the membership as comprising a great bunch of really friendly people! After what seemed an eternity, peace was restored after Hugh was forced to practically get down on his knees and beg forgiveness for the errant ways of his program. So, with that last draw being declared invalid, Chocolotto continued with the next two numbers drawn out belonging to members not present; '55' and '43'. The next selection proved lucky for Rohan Gilligan who took out the 'regular' Chocolotto prize of sweets. Then followed two extra selections, both for a prize of a bottle of champagne to commemorate the occasion: The first went to Ian Rimmer and the second went to, guess who?... To Hugh, again!! The atmosphere again became a little heated but after assurances that Hugh's program was 'above board' and available for analysis / audit / inspection / evaluation by any member wishing to do so, it was agreed to let him have his bottle.

What are the odds on someone's number coming out twice out of eight selections when the total membership is 112? Hey, that's something that hasn't been highlighted before now - a membership of 112 must be a record for a SIG.

With the straight-lace formal section of the meeting now over it was time for demos:

- Hostage , by Simon Shead (NWAUG Co-ordinator)
- Dungeon Master, by Patrick Carmody (rather enthusiastic member)

Both of these were great; it was obvious these two gentlemen had read their manuals fully and had spent many hours fine-tuning their skills to ensure their demos were successful 'transfer mediums' for the imparting of their knowledge, gamesmanship and skill. Well done fellas.

The next demo, by yours truly, didn't even get off the ground, so to speak. It was supposed to be a demo of Public Domain disk TBAG 15 which uses RAM to display a 'cover' picture and play a delightful little tune before the workbench screen and disk icon are displayed on the screen; however a little gremlin called '1.3 incompatability' came visiting. Both of the machines on which this disk was tried refused to obey the special startup commands yet were OK when it came to run the content programs. The first machine was an A1000 with 1.3 Kickstart whilst the second was an A500 with 1.3 Kickstart ROM. Eventhough we were not able to demo the unusual startup characteristics of some of the later TBAGs at least two members who have a collection of TBAGs found out for the first time that they were auto booting - they both accessed their discs via workbench (as is the usual practice with PD material from Fish, Amigan, Amicus etc) and hence they had not ever seen or heard the fancy startups!

[Note: Subsequent to the meeting we confirmed that the demo disc started up OK on both A1000 and A500 machines running 1.2 AmigaDOS. One of our local dealers advised that:

- FA18 Interceptor and F16 Falcon were in the same boat ; ie will not run under 1.3.
- Some other commercial games that show a dislike for 1.3 may be cured if installed under 1.3, but this fix is not suitable for those discs with special bootblocks. This is another gentle reminder to always use a backup copy when experimenting or playing Mr Fixit.]

This just about wraps-up the rundown on that historic NWAUG 'First Anniversary' meeting held on 15th February 1989, a meeting very typical of the others held every second Wednesday throughout the year. As can be seen by the various subjects covered this SIG is satisfying the needs of many AUG members living in the North-West of Melbourne. The success of this SIG shouldn't be overlooked - who knows, maybe many more SIGs will be formed based also on geographical

grounds. Our friends from AAUA (Australian Amiga User Association), the largest Amiga user group in NSW, operates with Local Cell Groups holding monthly meetings at many locations within Sydney and around the State. They also conduct general meetings several times a year. Their findings are similar to our impressions in that members are looking for local contacts to help them enjoy their Amigas to the fullest.

If more SIGs representing other areas of Melbourne were created it would be possible to maintain strong communications between them and AUG Committee and the general AUG membership by means of:

- Our excellent publication, Workbench
- BBS communications
- SIG delegates at AUG monthly meetings.

Food for thought?
Happy computing.

=====

NWAUG	NWAUG	NWAUG	NWAUG	NWAUG	
W					U
A	North West Amiga Users Group				A
U					W
G	A Geographical				N
U	Special Interest Group Of AUG				W
A					A
W	Meetings Held every 2nd Wednesday				U
N					G
W	at 7:30 pm in Rooms 19 & 20, 1st Floor				U
A					A
U	Essendon Community Centre,				W
G					N
U	Cnr Mt Alexander & Pascoe Vale Rds				W
A					A
W	Moonee Ponds 3039				U
N					G
W	Meetings Scheduled:				U
A	12/4/89 26/4/89 10/5/89 24/5/89				A
U					W
G	Nwaug Members to be members of AUG				N
U	NWAUG annual fee of \$5 helps cover				W
A	PD, Library and Equipment costs.				A
W	Meeting entrance fee of \$1 (\$2 visitors)				U
N	covers room hire/coffee/biscuits.				G
W					U
A	NWAUG - A multitasking SIG of AUG				A
U	SeeYOU at a meeting soon				W
G					N
NWAUG	NWAUG	NWAUG	NWAUG	NWAUG	

AMIGA PUBLIC DOMAIN REVIEW

'DME 1.31' by Matt Dillon. ARexx interface by Kim DeVaughn. Available on AmigaLink.

I hate trying to remember keystrokes for the different packages that I use. For example to save a text file, 'WordPerfect' uses f5-1, 'Ed' uses ESC-x, 'TxE' uses Left-Amiga-w, 'Vi' uses ":w" and 'PC-Write' uses f2. Or is it f1 then something else? See the problem? That is why I consider 'DME' a godsend because it lets me redefine the keyboard and the mouse, making the interface similar to any word processor or text editor that I use most often. I must admit that mine is an extreme case because I am still studying and I have to use different computers for my computing assignments.

The backbone of 'DME' is its command language which has more than a hundred instructions and control loops which make it possible to write complicated keyboard activated macros to manipulate text, control windows and produce menus. In fact, some of the built-in commands are actually macros. To experiment with these commands, just hit the ESC key and the command parser appears at the bottom of the window. The macros execute quickly, though some such as "scroll the cursor line-by-line from the start of the document to the end" would naturally take a long time. Despite the large number of commands, 'DME' cannot manipulate variables (for example, to produce tables or count the number of words) and hence is not a text processing language like 'awk' on UNIX. Instead, think of it as a very powerful editor. To illustrate how the command language works, I have written a simple 'DME' macro to make a backup and save a file:

```
map f10 (execute (copy $filename $filename.backup)
saveold)
```

(1)	(2)	(2a)	(2b)	(2c)	(2d)
(3)					

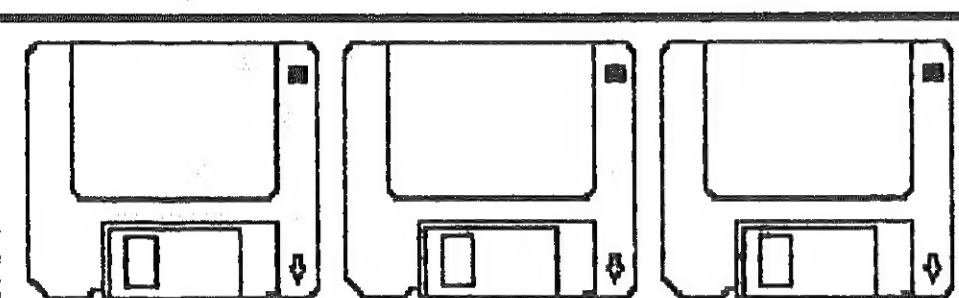
(1) assigns the string in the outermost pair of brackets to the f10 key.

(2) executes the CLI command in the inner pair of brackets.

(2a) CLI command.

(2b) internal variable for the name of the file. The "\$" tells the command parser that "filename" is a variable. This is similar to the C Shell in UNIX.

(2c) as in (2b). Variable names can only be alphanumeric, hyphens or underscore, so the parser knows that the name ends before the



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Ok this is what the regular AD column for Workbench will look like. The conditions are that you must be a member of AUG, and the ad will only be in for a month unless re-submitted. At the moment there is only one ad here, but with over a thousand potential buyers, could you think of a better place to advertise for something so specialised?

full-stop.

(2d) ".backup" is just a string.

(3) saves the file in memory with its original name.

When the 'DME' is started, it will execute script files called '.edrc' in both your current and s: directories but if both files are not found a default keyboard mapping is used. A user can also run DME script files during an editing session.

Multiple windows can be opened from within 'DME' but according to 'rez' (keeps programs resident in memory), the editor is not re-entrant, so running the program more than once will consume more memory than just opening another window. All DME windows are linked such that blocks of text can be moved or copied from one window to another. Unfortunately, this means any commands that change editor options will be carried out globally on all opened windows. To make life easy for those of us who use multiple windows and save us from fiddling with windowing gadgets, type ICONIFY or hit the right mouse button to turn the window into a one line icon.

Among the major commands not found in earlier versions of this program is WORDWRAP which automatically reblocks a paragraph, saving me a lot of time and increasing the usefulness of this editor. Now, I am able to type short letters, notes or articles as I am programming without having to load a much larger word processor. WORDWRAP is not without problems - if you type two spaces between sentences, 'DME' may remove one of those spaces when it reformats a paragraph past a screen line.

Since 'DME' has several instructions which use arp.library: ARLOAD, ARPSAVE and ARPINSFILE. These commands will present the user with requesters for loading, saving or appending a file to memory respectively. Used with the menu manipulation commands, a user can produce a text editor with a sophisticated interface comparable to any commercial product!

ANNOYING BEHAVIOUR

'DME' is irritating when it removes tabs and replaces them with spaces. It also has no regard to the sanctity of the carriage return, thus destroying any nicely drawn tables with the single tap of the reformat key. The editor only recognises paragraphs as blocks of text separated by two carriage returns, making it frustrating for

beginners. Unlike other editors I have used, moving the cursor left at the leftmost column does not bring the cursor up one line. Similarly, going past the rightmost column does not move the cursor down a line. Another feature great for programmers but useless for the average user is the way the next line in a sentence always begins on the same column as the previous line. Programmers want this feature since 'DME' will automatically indent all nested statements in a program but when I type tab on the first line, I expect the remaining lines to start at the first column!

DOCUMENTATION

Three files are included in the Zoo-ed file: dme, dme.doc and dme_arexxmac.doc. The first is the binary file for the editor, the second is notes and instructions provided by Matt Dillon and the last is documentation on modifications made by Kim DeVaughn which provides 'DME' with ARexx interface. The documentation provided by Matt contains several examples and a list of commands; sparse but clear enough if you spend a bit of grey matter working on it. I know little about ARexx other than it is a macro language written by William S. Hawes and it is popular among some programmers. Dme_arexxmac.doc hints that several ARexx macros should have been included in the Zoo-ed file.

CONCLUSION

I enjoy using DME because it is blindingly fast, uses relatively little memory and it is fun to program. Before you rush out and get a copy of this editor, let me state that DME is not a word processor, does not have built-in menus nor is it easy to learn. It has been designed for programmers but anyone who does a lot of writing should also take a serious look at it for drafts. I would also highly recommend it for users who use more than one word processor at work and cannot bear to retrain your fingers when you want to type on your Amiga.

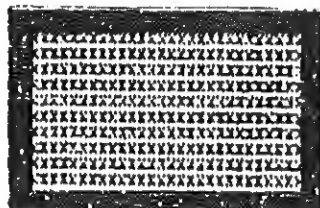
DEATH OF A DISK DRIVE HOMICIDE? YOU BE THE JUDGE.

by Gary Ruben.

The opinions expressed in this article are personal and are not necessarily held by the editor or AUG.

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Being basically lazy, there isn't much which will prompt me to write an article for Workbench. However, a recent experience with a faulty disk drive in my Amiga has breathed enough life into the old digits to tap out this warning to other Amiga owners having their machines serviced.

THE PROBLEM. I recently noticed that I was having more and more problems with disk validation. Writing to previously formatted disks usually worked, as did some full-disk copies, but being unable to successfully format brand new Nashua and Verbatim disks, I decided that the problem was in the 'too-hard basket' and I would have to part with my beloved 1000. Not many are brave enough to tackle problems in 3.5" disk drives when the problem is not clear-cut. Friends of mine suggested the drive needed realigning or had dropped some turns on the head(s).

THE DRAMA. I rang Megatron Computers in Charter St. Ringwood, a CommCare centre, as I had been told that they had disk drive test equipment. I was told that I would be charged \$45/hr labour + parts, or \$15 for a quote. This was competitive, so I brought the computer in the following Monday.

After explaining the problem to a tech named Ian and suggesting possible problem areas, I was told that the entire drive may have to be replaced. I said that, if this was necessary, I would probably do it myself, since I thought I would save about \$100 in parts and labour. Upon hearing this, Ian said that I could not just plug in a normal drive, since Commodore alters them for the Amiga. As I understand that it is often the policy to fix any disk drive problems by replacing the drive and that this is an expensive exercise, I asked to be phoned before any work was done, for a quote.

Ringling back two days later, as I was asked, I was told that the drive mechanism needed replacing; a total of \$320 parts + \$45 labour. Too expensive for an unemployed person, who has just finished studies, I thought, so I asked to pick up my machine the following day, intending to do the work myself. I had been told by Drac, in the meantime, that contrary to what I was told, the Amiga's internal drive needed no special changes. "The quote will cost \$20", was the reply. After ensuring the speaker that I was told \$15, the answer was that the tech had to do some work to come to his conclusion. I asked to speak to the tech on the phone, to see what was wrong with the drive, what tests he had done and to assess his reasons for wanting to replace the drive. I was told that I would not be allowed to. "I can't pull guys off work", was the excuse. I said not to bother replacing my faulty drive in the machine and decided to try again when I went in the next day.

On arriving to pick up the computer, the service receipt was incorrect, stating that the drive had been replaced and the repair checked & tested. The fault description was "See Matthew". John Barber with whom I had been dealing, came out and said that this was wrong and that the charge was \$20 for the quote. He walked off. I explained to the woman serving me that I had originally been told \$15 for a quote. "Oh, that is our price to companies like Myer and Kmart, but if that is what you were quoted, that is all we will charge." John reappeared saying, "that is \$20." I resigned myself to forking out \$20.

Once again, I asked to speak with the tech who did the work; Ian according to the receipt. "I can't pull guys off work". "Can he ring me when he is free." "No." "Can I ring him." "No." "Why not?" ...Pause "Oh, the tech who did the work went into hospital yesterday with suspected appendicitis." "May I speak to a different tech then?" "No." At this point, it was obvious that I had just thrown away \$20. I was given my Amiga, with the drive lying loose on top and proceeded to check that it was all there. A quick inspection revealed that the disk drive button was missing. John went and got this for me from the workshop.

On arriving home, I opened the Amiga and discovered that the drive mounting assembly, indicator LED with special connector and two screws were missing. In my call to Megatron, I described the missing parts and John said he would "ask the guy when he came in the morning" and that I could pick up the bits the following day. He also said, "stuff the screws", when I mentioned them, which I thought was quite unprofessional.

At this point I was back where I had started, minus some Amiga parts. There was still the possibility of salvaging the drive, so I decided to have a better go at it. With the drive plugged back in, the power was switched on and after several seconds, which usually cumulates with an 'Insert Kickstart' picture, I was left with a blank screen. A sympathetic friend volunteered his drive so that I could make sure the actual computer had not been damaged. It was still OK, to my relief.

The following day, my appearance at Megatron was greeted with snide comments from John from a back room, not quite quiet enough to escape my ears. He came out with the drive mounting assembly and the LED, but six screws were nowhere to be found. I told him that I would like to sit down with him to voice my complaints at my treatment and that my disk drive no longer worked. "We are very busy. Come back on Monday", was the reply. As I was not prepared to drive from Mulgrave to Ringwood again in 35 degree heat to be greeted with a "too busy" excuse, I persisted. John walked off.

Enter Mark Barber, the manager. "What seems to be the problem?" I began to explain the problem. After voicing about three sentences, Mark interrupted with a reply to the effect that I had caused them many problems and that I should stop "stuffing them around and leave" After insisting on the return of my screws, Mark disappeared into

the workshop, stopping along the way to take out his frustrations with his fist on an innocent wall whilst muttering expletives. John came out and accused me of never asking for a quote in the first place. I replied with a very satirical "Sorry, but I am afraid I did." I could not help this first sign of aggression entering my diplomacy. It seemed to me that some communication breakdown had occurred between the tech I had originally spoken to and the others, which may have been the cause of their ill feeling toward me. On the return of my screws, I attempted to explain this to Mark, who replied with, "Just <expletive> off out of my shop and don't come back. I don't want your business." "I think you are being unreasonable." "No I'm not, but if you don't leave now, I soon will be." He stood over me until I backed out of his shop. My parting questions to him were, "Where do I go now; Consumer Affairs or Commodore?" and "What is your name.", to which he replied, "I don't care. Just piss off." and "Mark Barber."

I took his replies and his attitude as a general invitation to write this decription of events as I see them. Soon after, I bought a new 720k IBM AT disk drive for \$204 and on plugging it in, had a working Amiga again.

WHAT I LEARNED. - Computers are expensive pieces of equipment and when parting with them, for a service or upgrade, care should be taken. I would suggest treating the service with the same amount of care as you would when having a car serviced. - There are some ruthless people in the computer industry.

Watch out. - When looking for disk drives I encountered a few companies who went out of their way to help me, offering useful advice and technical information, in stark contrast to Megatron. These were MVB Computer Supplies, Charlies Computer Workshop and Adaptive Electronics. These companies, along with the majority of others with whom I dealt, restored my faith. - If you can find an 80 track disk drive with a DISK CHANGE signal on pin 2 and a READY signal on pin 34 of the standard 3.5" disk drive connector, you should be able to plug it straight into the Amiga as an internal drive. The physical size and button positioning of the drive should match the original.

Ed's comments: Please note the previous article and the author's events are based on the author's own experiences and believed to be true. Any companies or retailers that do not agree on what has been mentioned have the right of reply and we guarantee an unmodified printed reply in this N/L.

How Much Power?

by Peter Jetson

Several people have inquired about the capacity of the Amiga's power supply. The following information on the A2000/B2000 and A500 comes from official Commodore literature.

A2000/B2000 Power Budget

+5v	20.0 Amps	Main +5v supply
+5v user	0.5 A	Protected +5v for externals
-5v	0.3 A	Negative 5v supply
+12v	8.0 A	Main +12v supply
+12v user		Protected +12v for externals
		(derived from main +12v)
-12v	0.3 A	Main -12v supply
-12v user		Protected -12v for externals
		(derived from main -12v)

A2000/B2000 Consumption

Main System	+5v	+12v	-12v
Motherboard	2.5A	50mA	50mA
Internal 3.5" floppy	250mA	350mA	
Internal 5.25" floppy	500mA	500mA	
Internal 3.5" hard disk	750mA	1.0A	
Internal 5.25" hard disk	1.0A	1.5A	

External Ports	+5v	-5v	+5v U	+12v	-12v
Video Port	---	10mA	100mA	100mA	---
Floppy Port	250mA	---	---	350mA	---
Parallel Port	---	---	10mA	---	---
Serial Port	---	---	---	25mA	25mA
Keyboard Port	250mA	---	---	---	---
Mouse Port	---	---	50mA	---	---

Internal Slots	+5v	-5v	+5v U	+12v	-12v
CoProcessor	2.0A	40mA	---	40mA	35mA
Expansion	2.0A	40mA	---	40mA	35mA
PC Bus	0.5A	10mA	---	40mA	15mA
Video	1.0A	40mA	---	40mA	---

A500 Power Budget

Parallel Port	10mA from pin 14 (+5v)
Serial Port	20mA from pin 9 (+12v)
	20mA from pin 10 (-12v)
Video Port	100mA from pin 23 (+5v)
	100mA from pin 22 (+12v)
	10mA from pin 21 (-12v)
Joystick Ports	50mA from pins 7 (+5v)
Expansion Port	300mA from pins 5 and 6 (+5v)
	50mA from pin 10 (+12v)
	10mA from pin 8 (-12v)

Fish Disk #179

DietAid Diet planning aid to allow the user to compile lists of ingredients (recipes) and automatically compute calorie totals, etc. Update to version on disk number 36. Version 3.1, binary only.

Dmake Beta release of Matt's version of the UNIX make utility. Features multiple dependancies, wildcard support, and more. Includes source.

Exception Exception is a set of error handling routines that provide a programmer with the ability to easily handle often difficult to

implement routines. Routines such as no more memory, file not open, read/write error....etc. Version 0.6, includes source.

KickFont For A-1000 owners, will permanently replace the topaz font on the kickstart disk with a font called "look". Includes a sample in the form of an IFF picture. Version 3.0, binary only. Also included is Benjamin Fuller's freely redistributable 'SumKick' program.

Launch Sample program showing how you can load and execute a program in the workbench environment, then return to the CLI. Includes source.

Regexp A nearly-public-domain reimplement of the V8 regexp(3) package. Gives C programs the ability to use egrep-style regular expressions, and does it in a much cleaner fashion than the analogous routines in SysV. Includes source.

TSnip Very nice "cut and paste" type utility with lots of uses and functions. Features a pop-up intuition control panel, multiple font and color recognition, clipboard and pipe support and a couple of utility programs. Version 1.4a, source for support programs only.

UnixUtil A few CLI utilities, including some functionally similar to the UNIX utilities of the same names. Included are: Wc, Head, Tail, Tee, Datab, Entab, and Trunc. Descriptions are given in the included '.doc' files.

Fish Disk #180

Browser A programmer's "Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories from a CLI environment. Also provides a method to execute either Workbench or CLI programs. Version 1.6, update to version on disk number 134, binary only.

GeoTime A couple of interesting "clock" type programs based on the "Geochron". Observe the earth's shadow scroll across a map or globe in real-time, based on the system clock. Version 1.0, binary only, shareware.

GPrint A black & white graphics print utility for Epson compatible printers. (The author's letter to me was quite impressive!) Command-line options allow several different print qualities and densities. Includes a couple of sample IFF files for printing. Version 2.03, binary only, shareware.

Jed A nicely done, intuition-based editor that is quite user-friendly. Features word-wrap, auto-indent, newcli, alt buffer, split-window, keyboard macro, help, printing, and more. Version 1.0, binary only, shareware.

NoVirus Another Anti-Virus utility. This one features known and new virus detection, view boot block, save and restore bootblocks, several "Install" options and more. Written in assembly. Version 1.56, binary only.

RepString Nice little CLI utility to replace any type of string in any type of file with another string of any type. Version 1.0, binary only, shareware.

TrekTrivia Very nice mouse-driven trivia type program for Star Trek fans. Contains 100 questions with additional trivia disks available from the author. Binary only, shareware.

Fish Disk #181

AMXLISP Amiga-ized version of the XLisp interpreter originally by David Betz. Version 2.00, includes source.

Bally Amiga port of the former arcade game named Click. This version completely lacks sound effects, which shall come in later updates. Version 0.1, binary only, shareware.

Tracker Useful debugging routines similar in function but more versatile to those of "MemTrace" on disk number 163. Will track and report on calls to AllocMem(), FreeMem() [or lack thereof!] among others. Version 0.0a (Alpha release).

Fish Disk #182

AMC "Amiga Message Center". Scrolls a message from a text file across the screen on a colorful background. Similar to the "greetings" programs developed by European Amiga enthusiasts. Version 1.0, binary only.

Edimap A keymap editor. Allows you to read in an existing keymap file, modify it to suit your needs, and save it as a ready-to-use keymap. Version 1.0, includes source.

HR136 An IFF file containing a chart showing every possible mixture of the sixteen basic palette colors. Also included are optimized and monochrome palettes along with several tips and techniques for using them with various paint programs.

Iconmerger Intuition-based program to take any two brush files and merge them into an alternate-image type icon. Version 2.0, binary only.

Sam Another IFF sound player with several command-line options. Includes several samples. Version 1.0, binary only.

SetFont Allows you to change the system font with various command-line options. Cleans up all known bugs in V2.0 released on disk number 75. Version 2.5, includes source in C++.

Fish Disk #183

FixFd A utility for Amiga assembly programmers. FixFd will read a '.FD' file and output a file that can be 'INCLUDE'd rather than having to link with the colossal 'Amiga.Lib'. Version 1.0, includes source in assembly.

Mklib Another example of building a shared library that evolved from "Elib" on disk number 87. Also included is a library, Edlib, which contains several functions not included in the Manx standard libraries. Includes source.

PCQ A subset implementation of a freely-redistributable Pascal compiler. Supports include files, external references, records, enumerated types, pointers, arrays, strings and more. Presently does not support range types, the 'with' statement or sets. Version 1.0, includes source and sample programs.

Fish Disk #184

BI A small brush to to C-code image converter, intended to be used from CLI. Version 1.0, binary only.

CardMaker A programmer's aid for creating card image data that can be used in any card game that uses the standard 52 card deck. Version 1.0, binary only.

DPS Demo version of a program that will allow you to take any IFF file and save it as a totally self-contained executable file, without the need for any IFF-viewers. Version 1.0, binary only.

MouseUtil Intuition based program to allow you to change your mouse speed without having to go through preferences. Version 1.1, includes assembly source.

Print Small print utility designed to replace the "copy <filename> to prt:" command. Opens a window displaying the filename being printed, length, and a status bar showing percent completed. Also includes an abort gadget. Version 1.0, binary only.

VacBench This amusing little screen hack will "clean up" your WorkBench screen for you when it gets too cluttered! Binary only.

World A text adventure game similar to the Infocom adventures of Planetfall and Starcross. Quite large with a tremendous variety of responses. Version 1.02, includes source.

Fish Disk #185

This is a copy of the official November 1988 Commodore IFF disk, sent directly by Commodore for inclusion in the library.

Fish Disk #186

A68k A 68000 assembler originally written in Modula-2 in 1985 and converted to C by Charlie Gibb in 1987. Has been converted to accept metacomco-compatible assembler source code and to generate Amiga objects. Includes source. This is version 2.42, an update to the version on disk 110.

Cards'O'Rama A simple game that let's you push your memory. It is played with a deck of 32 cards, grouped in 16 pairs. The cards are shuffled and then displayed at the beginning of each game. Your goal is to pick up as many pairs as you can, until there are no cards left on the screen. Version 1.0, includes source.

Qt2 A cute program that gives the time the way many people actually do, I.E. "it's nearly ten to five". Includes source in assembly.

SimCPM A CP/M simulator for the Amiga. Simulates an 8080 along with H19 terminal emulation. Includes source. This is version 2.3, an update to version on disk 109.

Co-ordinators Comment

The Amiga Users Group HELP-NETWORK is now in operation. A listing of volunteers offering help for members requiring assistance appears elsewhere in this newsletter. This service is entirely voluntary and is not intended as a substitute for having and READING the proper manuals. If this service is abused it will be discontinued. This listing will be published regularly with updates and corrections as required. If anyone is interested in volunteering their services please contact me. I thank those who have already registered their offers of assistance and I am pleased so far with the response - but don't let that stop you volunteering if you have any special area of knowledge/expertise.

Another new service offered to AUG members should also appear in this newsletter - Workbench Classified. Advertisements will now be taken from AUG members for (Amiga related) items for sale. The general conditions are as follows.

- Ads will be free of charge to members and will be run in one issue of Workbench only unless re-submitted.
- Commercial traders/non-members should consider taking out a paid advertisement, our rates are quite reasonable.
- Software offered for sale is to be ORIGINAL and LEGAL packages only. This service is not to become a trading post for pirated software.
- Ads can be submitted directly to the editor either at AUG meetings, mail, phone or via the AmigaLink BBS.

If you *do* have an article that *has* to be printed in the next month's newsletter, please tell me, as there were a lot of those this month. I apologise to those who haven't as yet had their articles published. See you at the next meeting.

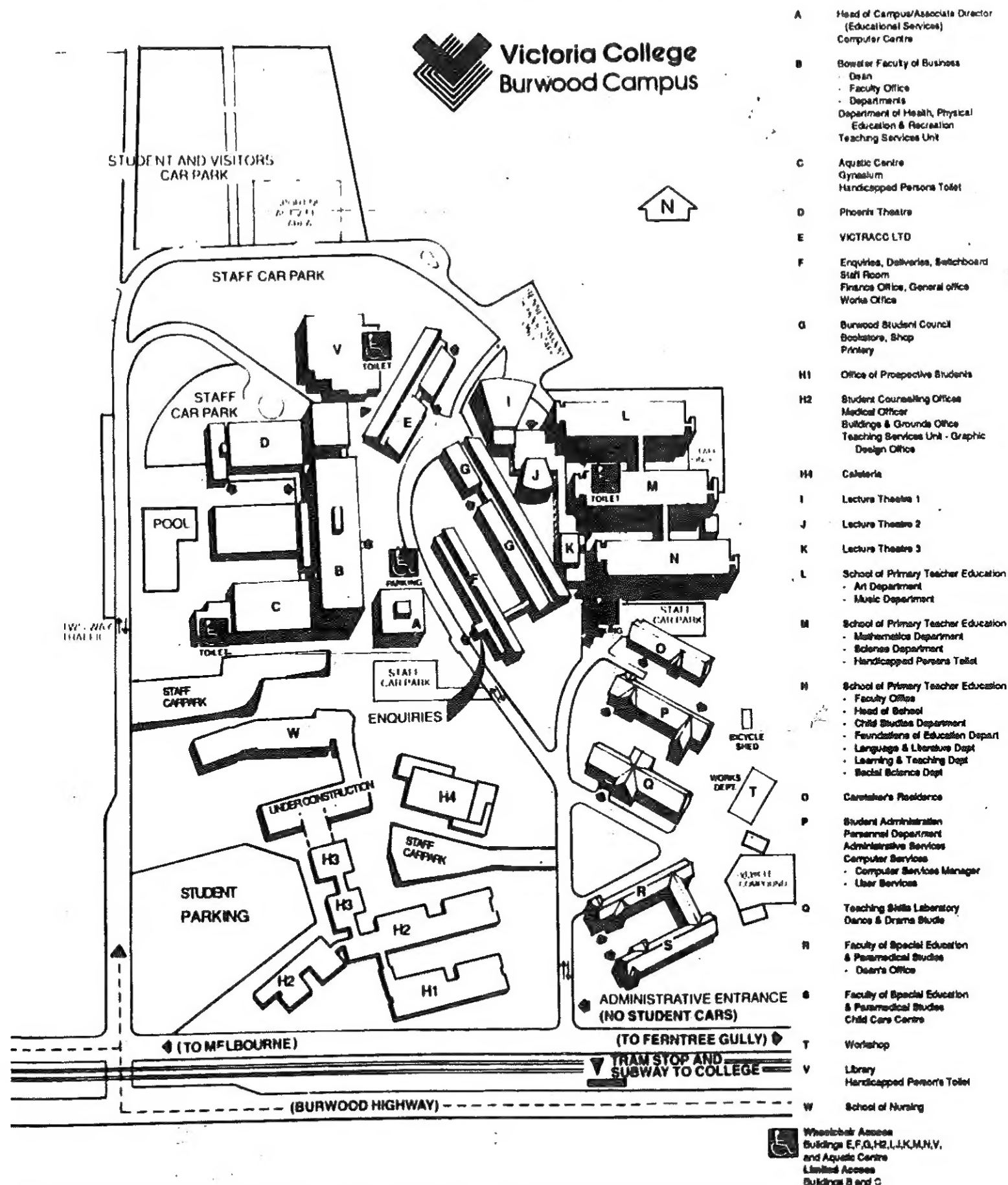
Postcode:

Surname: _____ Details on this side are optional
 First Name: _____ Year of birth: _____ Which model Amiga: _____
 Address: _____ Occupation: _____
 _____ Postcode: _____ Interests: _____
 Phone Number: _____ STD Code: _____
 Where did you hear about AUG: _____
 _____ Dealer's Name: _____
 _____ Dealer's Address: _____
 Signed: _____ Date: _____
 If admitted as a member, I agree to abide by the rules of the Association for the time being in force.

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent
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April 1989 Amiga Workbench

AUG meets on the third Sunday of each month



Where is Victoria College, Burwood Campus?

People often have difficulty locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over three or four traffic bumps to the car parking areas near the netball courts. Further up the road, to the left, you'll find Lecture Theatres 1 and 2.

If you have a Melways, try Map 61 reference B5.